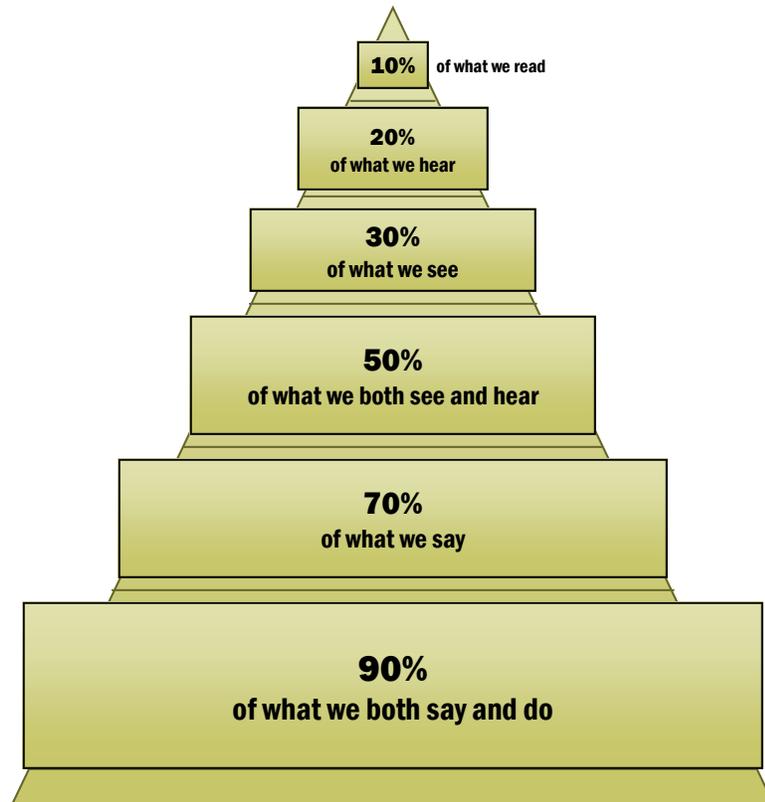


Engaging Learners: Lessons that pack a punch

What our brains remember



Active learning

- “Interactive” or “experiential” learning
- Engages the students in the learning process
- Encourages students to *generate* knowledge, not just receive it
- Teachers facilitate, not dictate, learning
- Shifts the focus from the teacher to the student

- Performing tasks + thinking about what they are doing
- Tying that which was learned into what the student already knows. Providing analogies is a great way to explain concepts, especially if the analogies are hands-on. Example: Using the analogy of the planets going around the sun to explain the manner in which electrons go around the nucleus of an atom.

What the educator does is important, but what the student does is even more important.

- How can I incorporate active teaching/learning in my classroom?



Keys to successful active teaching/learning

- * Start small and be brief
- * Develop a plan for an active learning activity, try it out, collect feedback, then modify and try it again.
- * Start from the first day of class.
- * Always try the question or task yourself first. Whenever possible, also try it on a colleague.
- * Be explicit with students about why you are doing this and what you know about the learning process.
- * Negotiate a signal to stop talking.
- * Randomly call on pairs to share.
- * Find a colleague or two to plan with (and perhaps teach with) while you're implementing active learning activities.
- * Continue learning through workshops, reading, and practice.

Remember...

Active teaching/learning will help you accomplish both your objectives as a teacher and the students' objectives as a learner.

TEACHER

- * Acquaint students with new knowledge
- * Aid in integration of old and new knowledge
- * Present information with meaningful framework
- * Acquaint students with new ways to think and learn
- * Prepare students for a lifetime of learning

STUDENT

- * Learn new material
- * Understand new material with the aid of their current frame of reference
- * Retain information for a long period of time
- * Enjoy learning
- * Develop critical thinking skills



QUESTIONS

Can occur anytime during the lecture. Good assessment of student interest and understanding

DEMOS

THINK-PAIR-SHARE

Students think about a topic, pair and discuss with neighbor, then share results with the class.

ROLE PLAYS

MINUTE PAPERS

Students answer the questions "What was the most important thing you learned today?" and "What important question remains unanswered?" at the end of lecture. Provides teacher with feedback on students' understanding of the material.

GAMES

DEBATES

Encourage students to think about several sides of an issue. Researching one side of an issue and then debating allows for focus and then broadening of a perspective.

IN-CLASS GROUP WORK AND PRESENTATION

PROS AND CONS GRID

Helps students develop evaluative and analytical skills